ABSTRACT

There is provided a game system and program which can realize video filtering such as gamma correction or an image focused as if it is a real view. The information (R, G, B or Z value) of an original image is set as an index number in a lookup table (LUT) for index color texture-mapping; LUT is used to perform texture mapping on a polygon having a size equal to a size of a display screen (or a size of a block obtained by dividing the display screen into blocks) for implementing gamma correction or the like. The Z value of each pixel in the original image is set as an index number in LUT for index color texture-mapping to perform texture mapping on a virtual object. An alpha value is set to a value corresponding the Z value of each pixel in the original image, and the original image is blended with its defocused image. Adjustment data for adjusting the brightness of a monitor is set based on operational data inputted by a player through a game controller. The set adjustment data is saved in a saved information storage device and used to transform the original image.

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